

FANTASY WARLORD™ PROFILE

Race: Monster: Giant

Hated Foe: None

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Evade Charge	Retire	Rout	Pursuit	Wall Hedge	Broken Fence Ford	Scrub Marsh	Steep Hill Wood
Inf: No Armour, Leather Armour	33	66	49	16	70	68	No Effect	No Effect	– 1/4	– 1/2
Inf: Chainmail, Plate & Mail	30	60	45	15	64	62	No Effect	No Effect	– 1/4	– 1/2
Inf: Full Plate	26	52	39	13	56	54	No Effect	No Effect	– 1/4	– 1/2

CHANGE FORMATION PENALTY	
Troop Class	Penalty
Giant	Entire turn
BASE SIZES (IN MM)	
Close Order Inf	60 x 60

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following modifiers:	%
Giant attacked by monster or magic last turn	+ 10EA
Giant suffered wound last turn	+ 10
Giant passed last order test	– 5
ORDER TEST ONLY Character within 10 cms of the giant	– CF
REACTION TEST ONLY Character in direct control of giant	– CF x 2

GIANT MOVE & FIRE COST	
Giants that move and fire suffer a movement penalty:	
Rock	– 1/2

ORDER/REACTION TARGETS	
Giant must score under or equal to its class % to pass its test	%
Giant	45

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	1–30
Retire to limit of movement	31–45
Advance to limit of normal move	46–60
Copy nearest visible Friends on right	61–80
Copy nearest visible Friends on left	81–100

BASIC FIRING PERCENTAGES (BFP)				TARGET'S ARMOUR TYPE				
Weapon Type	Range			No Armour	Leather Armour	Chainmail	Mail & Plate	Full Plate
	Short	Medium	Long					
Rock	0–8	9–14	15–25	75	70	65	55	45

RANKS FOR FIRING	
GIANT:	
Rock	1 rank
CAVALRY:	
N/A	

FIRING MODIFIERS (ADD THE FOLLOWING CUMULATIVE MODIFIERS TO YOUR BFP)			
	%		%
Target is character or in open order	– 6	Per rank of target (no maximum)	+ 2
Target moved 10 cms plus this turn	– 4	Target is mounted or on a vehicle	+ 2
Target in light cover	0	Target is a monster	+ 4
Target in medium cover	– 1		
Target in heavy cover	– 3		
Target equipped with shields	N/A	Giant firing is mounted	N/A
Target has armoured mounts	N/A	Giant firing is on a moving vehicle	– 6

BASIC COMBAT PERCENTAGES (BCP)		TARGET'S ARMOUR CLASS			
Weapon Type	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	27	20	14	11	9
Improvised Weapons	68	51	30	23	19
Sword	101	90	68	53	41
Axe, Mace or Hammer	121	108	90	68	53
Spear	N/A	N/A	N/A	N/A	N/A
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	202	180	136	118	95
Mixed Weapons	100	89	66	51	41

COMBAT MODIFIERS		WHEN TO TEST MORALE	
Add the following cumulative modifiers to your BCP where applicable			
Charged into combat (Cavalry x 2)	+ 50	Attacked by a monster	
Fighting a hated foe	+ 5	Attacked in flank or rear	
Unit is mounted and fighting infantry	N/A	Lost a combat	
Each complete rank of unit's formation (max 5)	+ 1	Fired on by previously hidden enemy	
Attacking enemy in flank	+ 10	Friends routing within 30 cms	
Fighting a monster	- 2	Attacked by magic	
Character is in direct control of unit	+ MF	Character in Direct Control killed	
Attacking enemy in rear	+ 20	Giant is seriously wounded	
Attacking enemy in light cover	N/A	Giant is critically wounded	
Attacking enemy in medium cover	- 2		
Attacking enemy in heavy cover	- 4		
Giant is a character	+ 6		
Enemy has a shield/armoured unit	N/A		
Enemy is disordered	+ 10		

LOCATION Roll 1 D100	HITS ON GIANTS		TYPE OF WOUND (ROLL 1 D4)	
	1	2	3	4
HEAD 1-10%	STUNNED Character is unable to move, fire or fight for one turn. If attacked and hit during this time he is killed.	SERIOUS WOUND Character suffers a -25 combat modifier and firing modifier	BLINDED Character's movement halved. Will move in a random direction and engage anything he contacts.	KILLED
ARMS 11-39%	NICKED -5 combat and firing modifier.	WOUNDED -10 combat and firing modifier.	SERIOUS WOUND -20 combat and firing modifier, -1/4 movement.	WOUNDED -15 combat and firing modifier.
TORSO 40-68%	CRITICAL WOUND -30 combat and firing modifier, -1/2 movement.	NICKED -5 combat and firing modifier.	KILLED	SERIOUS WOUND -20 combat and firing modifier, -1/4 movement.
LEGS 69-100%	WOUNDED -5 combat modifier and -1/2 movement.	CRITICAL WOUND -30 combat and firing modifier, -3/4 movement.	WOUNDED - 10 combat modifier, -1/4 movement.	NICKED -1/4 movement.

Players should note that if a character is critically wounded and has or subsequently receives any other wound, apart from a nick, blinding or stun, he is killed. A character who is seriously wounded and has or subsequently receives one other serious wound or two ordinary wounds (but not nicks, blinding or stun) is killed.

BASIC MORALE VALUES (BMV)				
	No Loss	Wounded	Seriously wounded	Critically wounded
Giant	12	8	5	2

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)		MORALE RESULTS TABLE		
Character in direct control of unit	+ MF	Score	Giant	
Each free visible friendly character or unit within 10 cms	+ 1	20 and above	UA	
Character in direct control is killed this turn	- 1	19	UA	
Each free visible enemy monster or unit within 20 cms	- 1	18	UA	
Hated Foe within 20 cms	+ 1	17	CO	
Unit is being attacked in flank	N/A	11-16	CO	
Unit is being attacked in rear	- 2	10	CO	
Unit is engaged with enemy twice its number	N/A	9	RET	
Unit is engaged with enemy half its number	N/A	8	RET	
Unit lost last round of combat	- 1	7	RET	
Unit is in heavy cover	+ 1	6	ROUT	
Unit has been attacked by magic this turn	- 2	5 or less	ROUT	
Unit has been attacked by a monster this turn	- 2			
Unit has been attacked by undead this turn	- 1			